

THE DREAM HUNTER



W e are the ones who hunt down your nightmares and slay them under our ever seeing eye. When you blow out the candle at night, or snuff out your campfire, we are the ones who enter the realm that you vaguely understand. We are the dreamers of dreams.

BECOMING A DREAM HUNTER

When you reach level 3, you don't choose to become a Dream Hunter, you are chosen by Bast herself.

The goddess Bast comes into contact with the supplicants and other inhabitants of Merratet only through her dreams. When the cat goddess dreams of hunting, whoever is sleeping sees dreams turn into disturbing nightmares, where one is hunted, and attacked continuously. Being able to rest in the realm of Bast is a difficult task and often one is forced to hire a Dream Catcher.

The Hunters of Dreams, usually it comes to predators like tabaxi and sphinxes, are able to "hunt down" and neutralize the fragments of dreams Bast. Each city and village has its own hired Hunters who protect the sleep of its inhabitants.

GUARDED SLUMBER

When you have officially been awakened, you will have resistance to psychic damage along with having advantage against being charmed or frightened.

WAKING UP

Once you're awoken, you'll gain access to an expended spell list. These spells are in addition to your normal spells.

DREAM HUNTER SPELLS

Level	Spell
3rd	Mage Hand, Sanctuary
5th	Misty Step
11th	Enemies Abound
14th	Hallucinatory Terrain
17th	Awaken

NO REST FOR THE WICKED

At 3rd level, you learn to draw on the energy of the dream to augment your attacks.

As a bonus action, choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes psychic damage, and the creature takes an extra 1d8 psychic damage from the attack. When you reach 11th level in this class, the extra damage increases to 2d8.

PSIONIC POWERS

You harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below.

Some of your powers expend the Psionic Energy die they use, as specified in a power's description, and you can't use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can't do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

The powers below use your Psionic Energy dice.

Beacon: As a bonus action, you cause bright light to radiate from a source you can see in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Roll 1 psionic die to determine how many hours the light will last, and you can extinguish it earlier as a bonus action.

Enter the Dream: As you have become the Dream Hunter that Bast believes you to be, you've been bestowed the ability to enter another creature's slumber. When you do this, you can select any number of creatures equal to double your proficiency bonus. You can spend a psionic die to determine the number of hours you can enter another creature's slumber. You can do this a number of times equal to your proficiency bonus per day.

Living the Dream: When your nonpsionic training fails you, your psionic power can help: if you fail an ability check using a skill or tool with which you have proficiency, you can roll one Psionic Energy die and add the number rolled to the check, potentially turning failure into success. You expend the die only if the roll succeeds.

Sweet Whispers: You can establish telepathic communication between yourself and others. As an action, choose one or more creatures you can see, up to a number of creatures equal to your proficiency bonus, and then roll one Psionic Energy die. For a number of hours equal to the number rolled, the chosen creatures can speak telepathically with you, and you can speak telepathically with them. To send or receive a message (no action required), you and the other creature must be within 1 mile of each other. A creature can't use this telepathy if it can't speak any languages, and a creature can end the telepathic connection at any time (no action required). You and the creature don't need to speak a common language to understand each other. The first time you use this power after each long rest, you don't expend the Psionic Energy die. All other times you use the power, you expend the die.

DREAM IN THE DARKNESS

Upon reaching 7th level, you are in dim light or darker, you gain an extra 10 feet of movement speed since

PSIONIC POWERS

At 7th level, your psionic powers have grown more with new found abilities.

Blind Spot: As an action, you erase your image from the mind of one creature you can see within 120 feet of you; the target must succeed on a Wisdom saving throw, or you are invisible to it until the end of your next turn.

You can expend a Psionic Energy die and subtract that total from the target's roll.

Sweet Dreams: If you make an attack roll with your weapon and miss the target, you can roll one Psionic Energy die and add the number rolled to the attack roll. If this causes the attack to hit, you expend the Psionic Energy die.

DREAMCATCHER

At 11th level, you gain the ability to pass between the planes in the blink of an eye. When you take the Attack action, you can teleport up to 10 feet before each attack to an unoccupied space you can see.

If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

PSIONIC POWERS

At 11th level, your psionic powers have grown more with new found abilities.

Mental Awareness: You can shield yourself and others with psychic power. As a bonus action, you can choose creatures, which can include you, that you can see within 30 feet of you, up to a number of creatures equal to your Wisdom modifier (minimum of one creature). Each of the chosen creatures is protected by half cover for 1 minute or until you're incapacitated.

Once you take this bonus action, you can't do so again until you finish a long rest, unless you expend a Psionic Energy die to take it again.

Wake Up: The psionic energy flowing through you has bolstered your mind. If you start your turn charmed or frightened, you can expend a Psionic Energy die and end every effect on yourself subjecting you to those conditions.

THE HUNTER'S DREAM

At 15th level, your ability to move between planes enables you to slip through the planar boundaries to lessen the harm done to you during battle.

When you take damage from an attack, you can use your reaction to give yourself resistance to all of that attack's damage on this turn.

PSIONIC POWERS

At 15th level, your psionic powers have grown more with new found abilities.

Nightmare: You can whisper a nightmare directly to a creature's mind when you hit them with an attack. You can force that target to make a Wisdom saving throw. If the save fails, the target is stunned for 1 minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend three Psionic Energy dice to use it again.

